

WHAT IS CLAIMED IS:

1                   1.     A method for distributing a content object over a broadband  
2 connection to an end-user location, the method comprising step of:  
3                   determining an amount of bandwidth for adequate quality of service  
4 (QOS) to transport the content object;  
5                   determining a period for transporting the content object;  
6                   checking for availability of the amount of bandwidth to the end-user  
7 location over the period;  
8                   reserving the bandwidth if available; and  
9                   streaming the content object to the end-user location.

1                   2.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 1, further comprising a step of  
3 beginning to buffer the content object before the streaming step.

1                   3.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 1, further comprising a step of  
3 beginning to cache the content before the streaming step.

1                   4.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 1, further comprising a step of  
3 converting the content object to a lower bitrate if the check for availability is  
4 unsuccessful.

1                   5.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 1, further comprising a step of  
3 determining if a lower QOS is acceptable to an end-user if the check for availability is  
4 unsuccessful.

1                   6.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 1, further comprising steps of:  
3                   determining the amount of bandwidth available over the period, where the  
4 amount of bandwidth is less than that required for adequate QOS;  
5                   determining a buffer amount to provide adequate QOS; and  
6                   storing the buffer amount corresponding to a portion of the content object  
7 proximate to the end user location.

1                   7.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 1, further comprising a step of  
3 determining usage by the end-user location based upon at least one of a number of  
4 reservations made, an amount of bandwidth reserved, a length of a reservation, and a  
5 portion of bandwidth used for the amount of bandwidth reserved.

1                   8.     A method for distributing a content object over a broadband  
2 connection to an end-user location, the method comprising step of:  
3                   determining an amount of bandwidth for adequate quality of service  
4 (QOS) to transport the content object;  
5                   determining a period for transporting the content object;  
6                   checking for availability of the amount of bandwidth to the end-user  
7 location over the period;  
8                   reserving the bandwidth if available;  
9                   choosing a lower bitrate version of the content object if the check for  
10 availability is unsuccessful; and  
11                  streaming the content object to the end-user location.

1                   9.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising a step of  
3 beginning to buffer the content object before the streaming step.

1                   10.    The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising a step of  
3 beginning to cache the content before the streaming step.

1                   11.    The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising a step of  
3 determining if a lower QOS is acceptable to an end-user if the check for availability is  
4 unsuccessful.

1                   12.    The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising steps of:  
3                   determining the amount of bandwidth available over the period, where the  
4 amount of bandwidth is less than that required for adequate QOS;

5                   determining a buffer amount to provide adequate QOS; and  
6                   storing the buffer amount corresponding to a portion of the content object  
7 proximate to the end user location.

1                   13.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising a step of  
3 reserving the bandwidth at a future time.

1                   14.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising a step of  
3 checking the service plan associated with the end-user location before allowing the  
4 reserving of bandwidth.

1                   15.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising a step of  
3 checking the service tier associated with the end-user location before allowing the  
4 reserving of bandwidth.

1                   16.     The method for distributing the content object over the broadband  
2 connection to the end-user location as recited in claim 8, further comprising a step of  
3 converting the content object into versions that have different bit rates.

1                   17.     A software product embodied on a computer-readable medium for  
2 distributing a content object over a broadband connection to an end-user location, the  
3 software product comprising code for:  
4                   determining an amount of bandwidth for adequate quality of service  
5 (QOS) to transport the content object;  
6                   determining a period for transporting the content object;  
7                   checking for availability of the amount of bandwidth to the end-user  
8 location over the period;  
9                   reserving the bandwidth if available;  
10                  converting the content object to a lower bitrate if the check for availability  
11 is unsuccessful; and  
12                  streaming the content object to the end-user location.

1 18. The software product embodied on a computer-readable medium  
2 for distributing the content object over the broadband connection to the end-user location  
3 as recited in claim 17, further comprising code for beginning to buffer the content object  
4 before the streaming step.

1 19. The software product embodied on a computer-readable medium  
2 for distributing the content object over the broadband connection to the end-user location  
3 as recited in claim 17, further comprising code for beginning to cache the content before  
4 the streaming step.

1 20. The software product embodied on a computer-readable medium  
2 for distributing the content object over the broadband connection to the end-user location  
3 as recited in claim 17, further comprising code for determining if a lower QOS is  
4 acceptable to an end-user if the check for availability is unsuccessful.

1 21. The software product embodied on a computer-readable medium  
2 for distributing the content object over the broadband connection to the end-user location  
3 as recited in claim 17, further comprising code for:  
4 determining the amount of bandwidth available over the period, where the  
5 amount of bandwidth is less than that required for adequate QOS;  
6 determining a buffer amount to provide adequate QOS; and  
7 storing the buffer amount corresponding to a portion of the content object  
8 proximate to the end user location.